CHANNEL F™

FAIRCHILD VIDEO ENTERTAINMENT COMPUTER

INTEGRATED-

- **Tennis**
- **Hockey**

Press Reset, when **G?** appears;

TO PLAY	PRESS BUTTON
Hockey	**1**
Tennis	**2**

Hockey Hand Controller Action

- Fwd/back—moves player up and down.
- Left/right—moves player left and right.
- Rotate CW/CCW— angles shot. Push/pull—moves goalie top to bottom.

SCORING: Whoever has more goals at the end of time, wins!

Tennis Hand Controller Action

- Forward/backwards—moves player up and down, from top of screen to bottom.

SCORING: The side that scores the most points, wins!

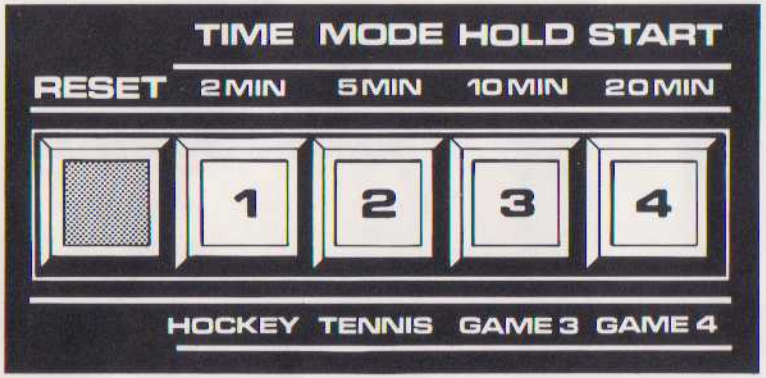
ENCODED PROGRAM © FAIRCHILD 1976

FAIRCHILD

Playing Hockey

The Fairchild Video Entertainment System features two "Console" games, **Hockey** and **Tennis.** In addition, you have access to exclusive Videocart™* cartridge programming that puts a wide variety of video games at your fingertips via *optional* game cartridges that easily insert into the System.

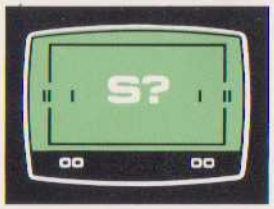
Hockey is a game that is played by (1) programming the Fairchild Video Entertainment System for the time and motion options you desire (via the five Selector Control buttons on the Game Console), then (2) playing the game by moving the players in a variety of ways (via the two Hand-Controller units).



First, let's program the options.

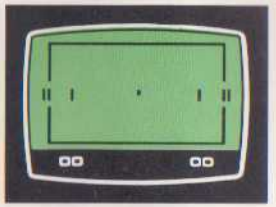
1. **Push the "Reset" button.** A **G?** will appear on the TV screen, asking you which game you want to play.

2. **Push 1 for Hockey.** A Hockey field will set up on the screen, and the question **S?,** asking whether you want to start playing—or select a time and/or a motion (speed) first.

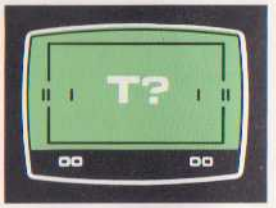


*A trademark of Fairchild Camera and Instrument Corporation.

3. **Push 4 if you want to start immediately.** By doing so, the System is pre-programmed to select an average motion and *no* time limit. (*Note:* Pushing **4** *always* starts the game in answer to **S?**)

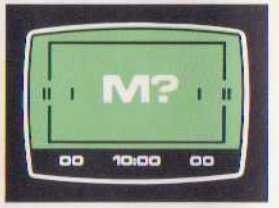


4. **Push 1 to select a time limit.** A **T?** will appear on the screen, asking you how long you want to play.

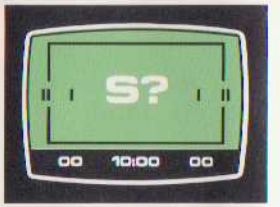


5. **Push one of the Selector Control buttons, 1 through 4** (for example, button 3). The time selected (in this case, 10 minutes) will appear on the bottom of the screen. And again, **S?**

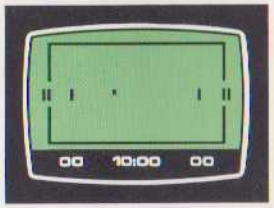
6. **Push 2 to select a game motion.** An **M?** will appear on the screen, asking how fast you want the motion of the puck and the players.



7. **Push one of the Selector Control buttons again, 1 through 4** (for example, button **1**), for the slowest through the fastest speed. Once more, an **S?** appears.



8. Push 4 to start play.



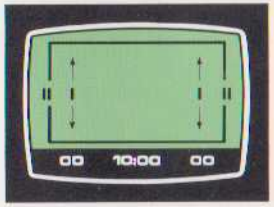
The System is pre-programmed so that you can select Time (**T?**) and Motion (**M?**) *in either order.* Furthermore, you can choose one or the other and proceed directly to the start of the game. If you don't choose a time limit, but *do* a motion, there will be *no* time limit. If you choose a time, but *no* motion, the System will choose the average motion for you.

Special Note: The Selector Control buttons have been engineered for instantaneous response to a button depression. Do not hold any of these buttons down for more than a second.

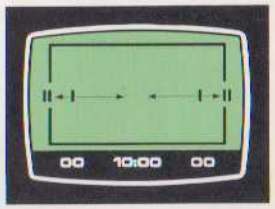
How the Hand-Controllers work in Hockey.

The action of the Hand-Controllers differs with the game being played. In Hockey, all Hand-Controller operations are possible. These include:

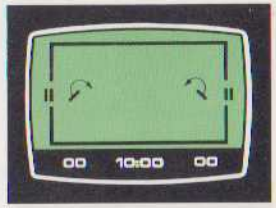
Forward and Backward, moving the player on the screen up and down, from the top to the bottom of the screen.



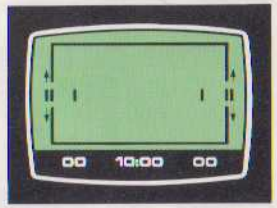
Left and Right, moving the player left and right on the screen.



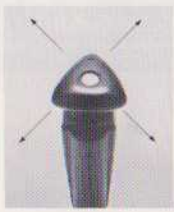
Rotates Right and Left, rotating the player clockwise and counter-clockwise on the screen for angle shots.

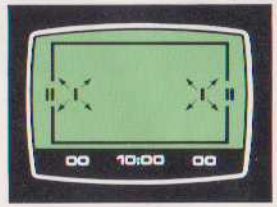


Pulls Up and Plunges Down, moving the goalie in the hockey game up and down, from the top to the bottom of the screen.



Forward and Backward at 45° Angles, moving the players up and down, diagonally.





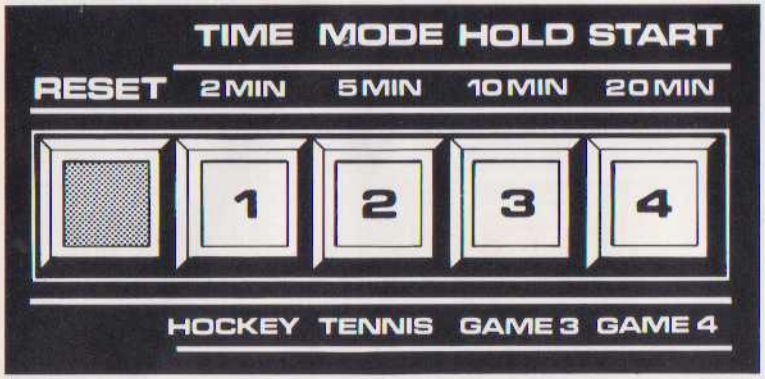
These motions can be combined to produce a rotating action while the player is advancing, retreating or moving up or down. You can also move goalie at the same time you are attacking the opponent's goal.

The object of the game, as you might suspect, is exactly the same as its namesake sport. Employing all of the moves allowed by the Hand-Controllers, the idea is simply to put the puck past the opponent's goalie and into the "net."

As you practice working with the Hand-Controllers, **be sure to orient them so that the recessed triangle on the knob is pointing toward the screen.** You will quickly note that the action on the screen responds to very slight movements of the Hand-Controller knobs. *Never violently twist or wrench the Hand-Controllers during play.*

Playing Tennis

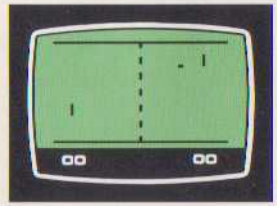
Learning to play Fairchild's video Tennis game is even easier than learning video Hockey. Let's take it from the top by programming the play options:



1. **Push the "Reset" button.** A **G?** will appear on the screen, asking which game you want to play.

2. **Push 2 for Tennis.** A Tennis field will appear on the screen, and **S?**

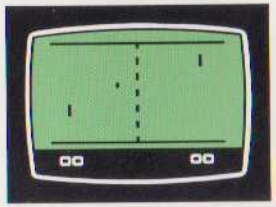
3. **Push 4 if you want to start immediately.** A "ball" will be served from the center of the net to one of the two players. The speed of the ball will be "average," automatically pre-programmed into the System.



4. **Push 2 if you want to select your own speed.** An **M?** will appear on the screen, asking how fast you want the ball served.

5. **Push one of the Selector Control buttons, 1 through 4** (for example, button **4**), for slowest through fastest speed. **S?** will appear again.

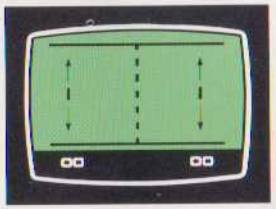
6. Push 4 to start play.



Although Time (**T?**) *can* be programmed into a video Tennis match, the game is pre-programmed to end when one of the players reaches the score of 15. In other words, you could program the match for a specific time (2 minutes, 5 minutes, etc.) and if that time expired before someone scored 15 points, the game would end. However, if 15 is reached before the programmed time expires, the game ends. For purposes of programming the options (1 through 6 above) we have described play without the **T?** option.

How the Hand-Controllers work in Tennis.

The screen players in video Tennis move on a single plane, up and down, from the top to the bottom of the screen. As in tennis, they are trying to "return" the ball "past" the opponent. The Hand-Controllers, then, are active only in the **Forward/Backward** mode, moving the players up and down, top to bottom.



Other Important features about the Console games.

The "Hold"/Re-program features. Unique to the Fairchild Video Entertainment System is a "hold" button that allows the players to do two things: one, "freeze" the action of either Console game in progress (in order to take a short break) by simply pushing Selector Control button **3**; two, after "freezing" the action, change either the time, the speed or both during the course of the game, without altering the score. *For example,* if you were playing Hockey at the slowest speed for a time limit of two minutes, you could change to the fastest speed and 10 minutes by (a) pushing **3**, (b) pushing **1** to select the new time after **S?** appears on the screen, (c) pushing **3** for the 10-minute time limit after the **T?** appears on the screen, (d) pushing **2** for motion after the **S?** appears and (e) pushing **4** for the fastest speed after the **M?** appears. The game starts again, with the new options, when you push **4**.

Overtime. Any video Hockey game can be played into a limited overtime period, a great idea if the score is tied at the end of the regulation time. When the **S?** appears on the screen at the conclusion of the game, pushing the start button (**4**) automatically gives you one additional minute of play.